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```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class exampleScript : MonoBehaviour
{
    private Card card;
    private Card[] listOfCards;

    internal class Card
    {
    }

    private Card getCard()
    {
        return card;
    }

    private void setCard(Card newCard)
    {
        card = newCard;
    }

    void Start() //Unity-Method = capital
    {

    }

    private void doSomething()
    {
        if (card == null)
        {
            print(""); //Several lines after condition/loop = brackets
            print("");
        }
        else
            print(""); //Single line = no brackets
    }
}
```